

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

For more information on this product's rating, call 1-800-771-3772 or visit http://www.esrb.org

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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Thank you for purchasing FROGGER® Advance: The Great Quest. To get the most from your gaming experience, please read this manual before starting play. Additionally, please keep it in a safe place so you can refer to it easily. (Note: Konami does not reissue manuals.)

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One night, Frogger overhears two boys talking about a frog who, when he was kissed by a princess, was magically turned into a handsome prince. Full of courage and excitement, he makes a wish on a falling star to find the Princess of his dreams.

His Fairy Frog Mother hears his wish and promises to help him find the Princess. With her advice and support, Frogger sets off in search of his princess. However, Frogger knows little of the powerful forces at work in the world, and will face many tests along the way. On his journey, he will encounter strange Humans, Fairies, sinister Goblins, and a host of other unusual creatures. Some will try to help Frogger, while others will attempt to send him off track or even eat him! For Frogger, this is the beginning of the most exciting and perilous quest of his life.





SELECT

The controls below show the basic movement, action, and menu commands. More specialized commands are required as you progress through the different levels of the game.

MENU CONTROLS

Control Pad......Highlight menu items

A ButtonConfirm a selection

B ButtonCancel a selection/Previous page

GAME CONTROLS

R Button......View Collectibles (see page 16)



CONTROLS CONT....

SELECT.......View Backpack Menu (see page 17)
START.......Pause Game (see page 17)

ON LAND

Control Pad.......Walk, run, crouch, climb, and look up/down

A ButtonJump

B ButtonAttack

L ButtonThrow Stones (see page 14)

UNDERWATER

Control PadSwim left/right, up. down

B ButtonAttack

A ButtonSwim fast (in advanced stages)

STARTING UP

Insert the FROGGER® Advance: The Great Quest Game Pak into your Game Boy® Advance and turn it on. The opening Frogger story scene appears.



Use the A Button to progress through each page of the story or press START to advance to the Title Screen.



MAIN MENU

At the Title Screen, press START to display the Main Menu. Use the Control Pad to highlight, then press the A Button to select.



STARTING UP CONT....

START

Choosing START begins Frogger's quest. If this is your first time playing this is the correct choice, but if you have already started a game you can continue with a Password if you have saved one.

PASSWORD

Restart a game from a password. See Restarting on page 22. Use the Control Pad to move the cursor and change the character to set a password then press the A Button to accept, or the B Button to cancel.



OPTIONS

Here you can turn Sound Effects and Music on or off. Use the up/down Control Pad to highlight the different options, and press left or right to change the current setting. Press the A Button to confirm your choice and return to the previous menu. Use the B Button to cancel and restore the previous settings.



HOW TO PLAY

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GETTING A GRADE

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CAME PROCESION

Chapters, I Boss Level and a Bonus Level.

The Training Level

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Game Levels

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Boss Levels

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Bonus Levels

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ADVANCED CONTROLS

perils found in the world of Frogger.



Move

land the Control Pad to home Prome in both more recommon too

Run

Progger run.



Cumb

Press Up or Down on the Control Pad when you are near a ladder to descend or climb.



(Crouch

Press Down on the Control Pad while standing to avoid low flying enemies.



/ took

Press and hold up/down on the Control Pad to look up or down while Frogger is standing.



a (biffin)

Press the A Button to Jump. Pressing the A Button when Frogger is not moving results in a standing jump, but if he's moving left or right, he will perform a longer jump. Pressing the A Button while running produces an even longer jump that is really useful for hard to reach places.



Fire Services

Press the B Button to attack with Frogger's tongue. Frogger uses his tongue to attack enemies on the ground, in midair, or underwater. While standing, Frogger can attack left, right, or straight up. While crouching he can attack left or right. In the air he can use his tongue left right or straight up. When underwater, Frogger can attack up down, left, or right. An additional power-up makes Frogger's rongue more powerful.

Frogger can also use his tongue to collect various items, such as coins, gems, and health bugs.

Throwing Stones

Press the L Button to toss stones at enemies in Frozzer's path. The stones will freeze the enemies in their tracks for a short period of time. As Frozzer proceeds through more advanced levels, his stones take on greater powers, Frozzer has an unlimited supply of Throwing Stones.



Magic Stones

In advanced levels, Frozeer's regular stones become Magic Stones that can freeze enemies to extended periods of time. Press the L Button to throw a stone and look at how it sparkles. When his enemies will turn blue to indicate that they are frozen. They will begin to sparkle as the magic wears off. Frozen enemies can be used as platforms until they untreeze.

Swim

Like any normal from Fronger is right at home in the water. While in deep water, use the Control Pad to move Fronger. To jump out of the water, rise to the surface and Fronger will automatically jump out.







Double Jump

to the more advanced levels. From the continue the distance of his normal jump. Press the A Button once to hume, then press it again while in middle for a super basis jump.



Threat Float

When Jumping or talling from progressing theorits, Progress can minuse float to slow his descent and easiers a many landing. To activate the Throat Float, lump and hold that it Button until From the in the air. To end a Throat Float, release the A Button.

Super Tongue

Frogrer's Super Tongue breaks through obstacles blocking his path. Doors and boulders are no match for this mighty attack. Press the B Button while facing an obstacle and watch it ity into bits.



GAME SCREENS & MENUS

IN CAME DOMESTIC

Section 2016

Life Counter

Collectible Counters



Health Meter

This meter will equal how much damage. Frozerer has sustained and consists of 7 minutes in head and the Health Buddles. As Frozerer takes demand minutes on on his back thereof happy to sad. If Frozerer's health is completely depleted, by will nest of at the beautifule of the last of the last active checkpoint.

Life Counter

The Life Counter sits under the Health meter. The tumber indicates both mater wes frozene had. An Frozen collects come or tree lives the number of tisks.

Company of the Company

This displays the cours and gerns that Frogget has collected. Collect a coin or a gern to activate it or press the R Button to display it. The display will remain on screen for innee seconds.

CAME SCREENS & MENUS CONT....



PAUSE SCREEN

Street this promute has been a fitted as well as the current password.



BACKPACK MENU

Press Select of any time fund that there is a solution in the Backward Menu from here. It was a select with in the Map Menu change the is and to the Critical Control of the Exercise Select was a select the Select of the Exercise of the Ex

Note: beide can an an acceptance and other than are completed.



CAME SCREENS & MENUS CONT....

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Options Menu

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CAME SCREENS & MENUS CONT....



Quit Menu

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COMPLETING A LEVEL

Upon successful completion of an entire chapter, you will be graded on your performance. The overall grade consists of the number of coins collected, the number of gems collected, and the number of lives lost. While collecting coins and gems will increase Frogger's score, losing lives will decrease it.



Once the grades for the chapter have been completed. Frogger will receive an overall grade for that chapter.



COMPLETING A LEVEL CONT....



A new password, which can be used for restoring Frogger's progress later, will also be displayed.

RESTARTING

Restarting during Play

At any point during normal play you can revisit or restart any available Chapter using the Mat Menu. See Game Screens and Menus page 16. Using this method you can skip to another Chapter or restart the current Chapter without leaving the game.

Passwords

Each chapter in the game is accessible by a password. The passwords save your progress through the chapters, and can be used to restore your lives, powers, and grades. To restart a game at a specific chapter from the Main Menu, select Password I see page 8) using the Control Pad, then press the A Button. Use the Control Pad to enter letters into the five available password slots, then press the A Button to accept. Frogger will then be poised to resume his adventures.



FROGER'S FRIENDS & FOES



Dialog Screens

Frozeer will encounter several characters introduced his sourney, most of them with a triendly word or height advice. Walking to a character will activate a series of dialog screens. When you are done reactor, may the A Button is move to the next screen or erest START to because the dialog screens.



FROCER'S FRIENDS & FOES CONT....

FILLENCE



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River Town.



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FROGER'S FRIENDS & FOES CONT...



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Lilly - Lilling to the first that th



(and or Bill - Ing his least taken taken frequent may take to any clear terminati



Come: 21th - Princess of its a billion. And imprises the final life in final like the days in the



FROGER'S FRIENDS & FOES CONT...

FOES



Slick Willy – In the Land of the Ward of the Land of t



Hiss The Cat Dragon – Helbie Julius and Helbie Helb



Doctor Starkenstein – Total – Leader Botton in France in

FROGER'S FRIENDS & FOES CONT....



The Magic General – The Physic Letters had been been an income and the comment of the comment of

MEMS

Cours—There are 3 kinds of coins: Gold, Silver and Red. Gold leads to the goal, Silver leads to Gems, and Red are bonus coins. All the coins are worth the same to Frogger and collecting 100 will give him a free life.

them all for a perfect grade.

Frogger's tongue, and then use the B button to attack. There are fiving Health Bugs on dry land and swimming Bugs underwater.

result in a free life for Frogger.



Checkpoints record Frogger's progress through a level. It Frogger is deteated in the course of a level, he restarts from the last passed Checkpoint. To activate a Checkpoint, run past it as soon as you see it and Frogger's progress will be saved.



level. When you are ready to go to the next level walk Frogger to the sign and advance.



On your first run through the early Levels you may encounter some areas or platforms that are unreachable or impassible. Several paths or areas of the levels require certain power-ups to access. Replay the early levels once you have earned your Double Jump. Magic Stone, and Super Tongue to get to these areas.

The Running Jump will extend your normal jump and your Double jump. Use it wisely.

Moving too fast can be hazardous to Frogger's health at times. Take your time and look before you leap. Using the glide instead of simply falling will often save you from a painful landing.

When possible use your Throwing Stone or Magic Stone to freeze enemies before you attack them. You will find stoned enemies are remarkably more vulnerable than normal enemies. In addition to being vulnerable, they also make excellent platforms.

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If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

- * \$0.95 per minute charge
- * \$1.25 per minute support from a game counselor
- * Touch tone phone required
- * Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M., Pacific Time. Prices and availability are subject to change. U.S. accessibility only.

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